ANTOINE SEMBLAT

Technical game designer

INFORMATIONS

🏠 20 rue Saint-Barthélémy
61300 L'Aigle, France

📞 +33 (0)6 58 76 35 69

✉️ antoinesemblat@hotmail.fr

🌐 taldius.github.io

SKILLS

GAME ENGINES:
Unity, Unreal Engine

ART:
Adobe, Affinity, Blender

DOCUMENTATION:
Microsoft Office, G-Suite

LANGUAGE:
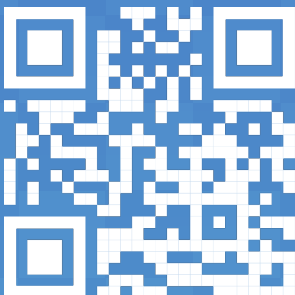French (native)
English (proficient)

INTERESTS

VIDEO EDITING & STREAMING:
YouTube videos, TikTok, Twitch

SPORT:
Skateboarding, Bicycling

VIDEO GAMES:
Mascot platformer, MOBA,
Versus fighting, J-RPG

MOVIES & TV SHOWS:
Kaijuu, Horror, Science Fiction,
Anime, Comedy, Superhero

WORK EXPERIENCE

Dec 2016 - Juil 2024   **Game designer & Developper**
Open Mind Neurotechnologies, Caen

VR biometric experiences and mobile / WebGL apps

Sep 2015 - Dec 2016   **Developper & artist**
Freelance, Paris

Video games, websites and prints

Sep 2013 - Dec 2013   **Trainee game designer**
POLM Studio, Angoulême

Wake Up The Djinns, *Maya Wars* and *Origami Challenge*

Jan 2013 - Sep 2013   **Game designer**
Pixel Perfect Team, Paris

Project Faya

Jul 2012 - Dec 2012   **Trainee game designer**
POLM Studio, Angoulême

Dandelion: Chain of Seeds and *Hell Yeah! Pocket Inferno*

EDUCATION AND QUALIFICATIONS

Dec 2013 - Jul 2015   **Master of video games**
IIM (Institut de l'Internet et du Multimédia), Courbevoie

Marketing and project management in video games

Sep 2009 - Jul 2012   **Bachelor of game design**
ICAN (Institut de Création et d'Animation Numérique), Paris

Game design, level design, 2D & 3D art and programing

Sep 2005 - Jul 2008   **High school diploma**
Lycée Albert Camus, Bois-Colombes

PERSONAL PROJECTS

Sonic Revert, *Unity*
Online multiplayer Sonic racing fan-game
300k+ views and 230k+ played sessions

Home Trip, *Unity*
Online co-op road trip game

Klonoa: The Dream Chapter, *Unreal Engine*
Reiminagining of Klonoa with a 3D gameplay

Le Manoir de l'étrange, *Unity*
Spooky investigation game set in a manor

35+ game jam projects, *Unity*
Global Game Jam, Ludum Dare, and others